

Cricket Guide,

— BY —

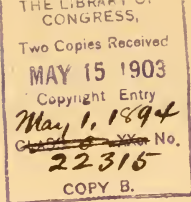
GEO. WRIGHT,

HOW TO BAT, HOW TO BOWL, HOW TO FIELD, DIAGRAMS HOW
TO PLACE A FIELD, VALUABLE HINTS TO PLAYERS,
AND OTHER VALUABLE INFORMATION.

Rules of the Game.

FULLY ILLUSTRATED.

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INTRODUCTION.

In writing this little Guide on Cricket I have endeavored to present to its readers in as plain a form as possible Hints on Batting, Bowling and Fielding, with illustrations of what I consider the most important in those departments of the game which go to assist a beginner. I have also presented other items and information that has been asked of me at times by cricketers and those unacquainted with the game.

I have often wondered why the noble game of cricket is not more popular as a pastime throughout the United States. It is my opinion the only reason is that its qualities are not sufficiently well known to be appreciated by the American people, who, although fond of out-of-door athletics, condemn this as an "old man's" game and not worthy of notice compared with our national game, base ball. From my experience, cricket is *the* game wherein a bat and ball are used and well worth the mettle of any athlete, old or young. True, it is not altogether a spectators' game, but nevertheless it requires all the qualities of an athlete to play the game as it should be. Philadelphia is the home of cricket in this country. Here they have three of the finest inclosed grounds I ever saw (each containing from ten to twelve acres), owned respectively by the Germantown, Marion and Belmont clubs. These clubs extend every encouragement to their junior members, who range from ten to fifteen years in age, to learn the game, furnishing a competent professional as instructor. In this way is the foundation laid for future cricket in Philadelphia. There is

no other place in this country where the young are so encouraged, which is one of the prime reasons for its not becoming popular.

In England, cricket is part of the education of the youths attending Eton and Harrow preparatory schools and Cambridge and Oxford universities, the same interest being taken as in base ball and foot ball in our schools and colleges. Again, cricket is always a gentleman's game. Such is the pride of a cricketer.





Position—Attitude No. 1.

BATTING.

From twenty minutes to a half hour's practice at the wicket, three or four times a week, on a well rolled and level piece of turf, from a medium pace-bowler, with instructions from a professional (or someone well posted on the game) as to when and how to make the different hits or plays, is the best advice to a beginner. It is of more value to obtain practice of this kind than any amount of book study. Yet it is necessary to examine into the art of the game to get at the foundation and to become acquainted with the different attitudes and names of the many hits or strokes.

POSITION.

When the batsman takes his position at the bat he should be in an easy natural position. Suit yourself whether your heels are together or three or four inches apart (See attitude No. 1). Take guard from the side of the wicket from which the bowler delivers the ball. It is best to take middle, but if you find you are likely to get your legs before the wicket in the act of playing the ball, take the middle and leg for guard. The safest place for your block hole is three inches from the popping crease, and stand with one foot just inside of the same crease and about four inches away from your block hole, as shown in attitude 1.

PLAY.

As the bowler starts to bowl, rise from attitude No. 1 to that of No. 2. Make your position easy, and do not allow your-



Play—Attitude No. 2.

self to be "tied-up" or stiff, but when you play or hit at the ball do so with freedom of arms and body. The best way to hold your bat is to have your hands half way between the bat's shoulder and end of handle, with the hands two inches apart. Let the right foot act as a pivot in the forward play, forward cut, leg hit and leg poke. Always wear leg guards and gloves while batting.

FORWARD AND BACK PLAY.

First learn to defend your wicket from the ball by steady and patient play. Your hitting powers will come afterward.

THE FORWARD PLAY.

It is only by patient practice that a batsman can master this play (and it is one of the most important). In playing forward, do so with the left elbow out from the body, as well as forward, getting over the ball. If this is not done you are very apt to play with a cross bat. (See attitude No. 3).

Look out that the bowler don't draw you forward on a short pitch ball, which is very likely to result in a catch if it touches your bat ; or cause you to be stumped if you should miss it, and have your foot outside the crease. See that you reach well on to the pitch of the ball, which will kill a shooter or block a ball that twists to the leg or off stump.

THE BACKWARD PLAY.

In playing backward, judgment must be used in selecting the proper length ball to play. Do not allow the bowler to drive you back on a ball well pitched up that should be hit. If



The Forward Play—Attitude No. 3.

such a ball should shoot or hug the ground, the chances are it will bowl you. This play is generally made by moving the right foot backward twelve or eighteen inches from its stationary position, balancing well on that foot. (Attitude No. 4). In making the play keep the left elbow well out from the body, and don't draw away from the ball. This will cause you to play with a cross bat.

THE CUT.

The cut is one of the most difficult hits to make, and can only be made when a ball rises a little wide of the off bail. Care must be taken to time the ball, and not hit too soon or too late, or the result will be a catch in the slips. When you see the ball about to rise, draw the right foot backward and across the wicket. (See attitude No. 5). In hitting at the ball make as late a stroke as possible, coming down on top of the ball from well over the shoulder. The hit is most successfully made by not trying to put all your power in the stroke, but by giving the ball a slight hit or touch, using freedom of the wrist, (very much like snapping a whip.)

THE FORWARD CUT.

The forward cut is made by placing the left foot forward and across the wicket, keeping the right foot stationary. The stroke is made from a short pitched ball, hit hard forward of point, and kept well on the ground. (See attitude No. 6).

THE LEG HIT.

The leg hit is made by placing the left leg well forward in the direction from which the ball is coming, and hitting across



The Backward Play—Attitude No. 4.

at it hard with a swing of the bat from the shoulder. (See attitude No. 7). Be sure the ball is well off the leg wicket to prevent your being out leg before the wicket, should it hit your leg, and if not hit by the bat or does not touch the leg passing back of you and clear the wicket.

THE LEG POKE.

Is a very useful and effective hit against swift bowling. It is made off a ball that is bowled on the legs, and instead of being hit at, is gently touched with the bat and sent behind the batsman for one or two runs. In making the play the bat should be placed forward of the left leg. (See attitude No. 8). crease—but misses it, and the wicket keeper catches the ball, and with it puts down the wicket before the batsman returns his bat or his body within the popping crease.

CAUGHT OUT—If any fielder catches the ball direct from the striker's bat or hand before it touches the ground.

RUN OUT—If the batsman, in making a run, fails to reach his ground before the wicket to which he is running is put down with the ball by a fielder.

LEG BEFORE WICKET—If the batsman stops with his leg or other part of his body a bowled ball whose course, in the opinion of the umpire, is in a line with the wickets, and if not so stopped, would have taken the wicket.

At every ball bowled, therefore, the batsman must guard against all these dangers, and avoiding leg before wicket, play



The Out—Attitude No. 5.

the ball so that it will not strike the wicket and cannot be caught. Having hit it away, he can make a run, or runs, if he can reach the goal before the ball is returned by the fielders and the wicket to which he is running is put down.





Forward Cut—Attitude No. 6.

How to Bowl.

The art of bowling is brought to perfection only by untiring practice. To become a successful bowler, one should commence when young, as it requires steady practice, patience, determination and strength. Of course a beginner must have a good eye and a love for the game, or he will never make a bowler. Some men become natural bowlers with little practice, while others must practice continually.

There are a few things that a learner should acquire, which are: To first hold the ball correctly with the finger tips on the seam, as a better grip can be obtained, which will assist greatly in giving a twist to the ball—not in the hollow of the hand. Take a short run of five or six yards before delivering the ball; practice to deliver the ball on either side of the wicket; do not bowl hurriedly (unnecessary haste destroys pitch and directness). All this is of importance to young bowlers, and should be remembered.

It is best for a young bowler to start in by bowling a slow or medium pace ball. The art of varying the speed and length of the pitch by dropping the ball shorter and shorter to a driving batsman, and pitching up closer and closer to a man who habitually plays back, has to be acquired, as is also the twist or bias which gives the ball such "life" after it touches the ground.

The young bowler must practice untiringly until he can pitch any length he desires, and gain command of the ball. (To do this I would suggest bowling at an undefended wicket until one has sufficient confidence and command to bowl at a batsman in front of the wicket.)



The Leg Hit—Attitude No. 7.

Wear spiked shoes in bowling, not rubber soled tennis shoes; the spikes gives a solid footing, and allows the bowler a better command of the ball.

It is useless to bowl so short that a ball, falling from the pitch, when it reaches the batsman, can be cut or pulled at will, even if the ball is on the wicket, or so full that he can play into it and drive it away with ease. Lengths and changes of pace should be well practiced. Study the style of play of the batsman to whom you are bowling, whether he is strong or weak in his forward or back play, and bowl accordingly. If he is batting carefully and playing all good length balls delivered him, bowl for catches, or tempting balls for him to hit at, especially good length "off" balls, which, if touched are very apt to give catches in the slips.

There are two deliveries, a high, and a straight arm. (See cuts.) Both have their advantages, and it is well for a bowler to practice to command both.

Good temper is more essential to a bowler than to any other player in a game, for the best bowling will be hit about, catches will be missed, and often a sticking batsman will tire you out by blocking away for an hour, contenting himself with making a half-dozen runs. Let this not bother you, but when you find you are losing "snap" or command of your bowling, make a change.



The Leg Poke—Attitude No. 8.

How to Field.

Fielding is a very important part of cricket, somewhat different from baseball in the handling of the ball, and good or bad fielding goes a great way toward losing or winning a match; although looked upon by a large number of cricketers as of little importance, as the first thing you will see players do when they arrive on the field for practice is to bat or bowl (or try to do the latter), when, as first eleven players, they need practice in fielding sadly. How often one can save runs in the field when he is unfortunate in not making them off the bat! How discouraging it is to a bowler to have catches missed off his bowling! Bowlers should have the assistance of fielders to be successful. They cannot be expected to bowl all the wickets down.

The fielding points shown us by English teams that have visited this country should be a good lesson to cricketers on this side of the water. It was very noticeable how sure and well they stopped a ball, taking advantage of either hand, using one hand oftener than two; but this I would not encourage. They were generally sure catches, backed up the wicket keeper and bowler with judgment, and were very accurate on their returns or throws to the wicket.

The most important positions on the cricket field are point, slips and mid-wickets. A fielder to fill these positions must be active, a sure catch and always on the alert. The wicket keeper's position should not be forgotten, as it is a very important one. There is one thing a fielder should always have in mind; that is, to expect every ball bowled to come to him when hit. He is then prepared to field it, but it is too often



Straight Arm Delivery.

the case with cricket fielders that they are caught napping and have to be waked up by the captain or a ball hit their way. It is proper that every fielder should watch the game and notice his captain's (or bowler's) signs or word, and obey instantly, as he is the responsible one for placing you in the different positions on the field.

In catching a high-hit ball near the wicket get well under it as it is falling, holding your hands to receive it above the face (See attitude No. 9), and let them give with the ball as it touches the hands. Hold it firmly, as balls so hit invariably descend with an awkward twist, and a "muffed fly" will be the consequence if at all careless.

Catching a long-hit ball to the outfield which has seldom any twist imparted to it by the bat, is more easily held. Considerable practice is required to judge the ball from the moment it leaves the bat, and it is this instinctive faculty that makes an outfielder valuable in proportion to his ability in this respect. Such a player can cover more ground in less time and with a greater certainty of holding the ball than a player who is slower in judging, although a much faster runner. (See attitude No. 10).

To handle a low-hit or ground ball, get in front of it, and the moment before it reaches you, place your heels together, hold your hands apart about knee high (See attitude No. 11), watch the ball closely, and with a quick movement bring your hands together in front of the ball. Should it shoot or pass under your hands it will be stopped by your feet; should it bound, your hands will meet it. Practice the above movements on a smooth piece of ground by having a ball batted or thrown along the ground, at first slowly, improving the speed as you gain confidence. Don't rush in on a hard-hit ball, or wait for a slow hit to reach you.

To stop a ball with one hand while running sideways to



High Arm Delivery.

head it off, use care to place your foot behind your hand (See attitude No. 12), so if you are late in getting your hand down, the ball will be stopped by your foot, as it is difficult to stop a ground ball with one hand when under full headway.

THROWING THE BALL—Get the ball in proper position in your hand, between the thumb and two forefingers, and throw with the hand well out from the shoulder and no higher than your head. Always aim to throw the ball so it can be handled breast high (at a short distance) and on the single bound to the top of the wicket from cover point, long slip or the outfield.

Fielders should not forget to back up the bowler or wicket keeper on a ball thrown in by a fielder, standing six to eight feet behind him. All fielders should have their shoes well spiked, as a slip of the foot is often the cause of a *miss catch*, a *ground ball*, or a *poor return to the wicket*, thereby losing the chance of a run out.





Catching a High Hit—Attitude No. 9.

HOW A BATSMAN MAY BE PUT OUT.

As in baseball, there are many ways in which a batsman may be put out, as follows :

BOWLED OUT—If the bowler succeeds in bowling a ball that passes the bat and hits the wicket.

HIT WICKET—If the batsman in playing at the ball and hits the wicket with his bat or person.

STUMPED OUT—If the batsman, in playing at a ball, steps out of his ground—that is beyond a marked line called the popping

FIELDING HINTS.

Keep your hands out of your pockets.

Wear a sweater in preference to a coat while fielding.

Many run outs are missed owing to the ball being thrown to the wrong wicket

Don't forget to keep your heels together.

Always face a hard-hit ball, not get sideways or down on one knee to stop it, thus causing it to bound off and give an extra run.

Use care in returning the ball to the wicket, and not toss it carelessly along the ground. This is a bad fault with many fielders.

Always try for a catch. An unexpected ball is oft-times captured by so doing.

TERMS USED.

There are several terms which are used in every cricket match, and should be understood by everyone who wishes to get a complete understanding of the game. Following are some of the most important terms :

A BYE—Should the batsman fail to hit the ball, and it should pass the fielders behind the wicket, the batsman may make a run, which scores one to his side as a bye.



Catching Long Hit—Attitude No. 10.

LEG BYE—Should the ball glance from any part of the batsman's body and pass the fielders, the batsman may make a run, which counts one for his side as a leg bye.

WIDE—When a ball is bowled out of the reach of a batsman, and the umpire calls wide, it counts one for the batsman's side.

NO BALL—When the bowler delivers a ball in front of the bowling crease; jerks or throws it, the umpire calls no ball. When a "no ball" is bowled, a batsman can only be put out by "running out."

A MAIDEN OVER—Is when a bowler bowls five balls and no runs are made.

OVERS—After the bowler has bowled five balls, he is temporarily relieved, and then the ball is bowled by another bowler from the other wicket. This causes the fielders to change their places. The object of the overs is to rest the bowlers. A ball is in play from the moment a bowler starts to deliver it until it is settled in his own or the wicket keeper's hands, when it becomes dead, and while so, no batsman can be put out. If a batsman handles a ball while in play he is out. A "lost ball" counts six runs.

The telegraph is a small wooden frame on which the correct score of the game is kept at fall of each wicket, by hanging up black tins on which are numbers painted in white. The top figures show the score of the sides; the next show the number of men out, and the bottom figures the score made by the last batsman put out.



Stopping Ground Hit—Attitude No. 11.

HINTS TO PLAYERS.

Cricketers' uniforms should consist of a flannel cap or felt hat, white flannel shirt and pants, with a colored handkerchief or belt around the waist, a white flannel coat or medium weight sweater, white buck or French calf shoes, high laced medium thick soles without low heels and four steel spikes in each shoe.

Always wear pads and gloves while batting (don't wait until hit by the ball before putting them on).

In selecting a bat, don't choose one because it has a nice, varnished face. The best and most durable bats are those with a plain, straight grain, and one that has been well seasoned and oiled. The handle should be of medium size and all cane, this proving the most springy and best driver. Don't select too heavy a bat, this being a great mistake with many young players. For a beginner I would suggest a bat weighing 2 pounds, 2 ounces. The average batsman should use a bat of from 3 pounds to 3 pounds, 3 ounces.

In taking your guard and making your block hole, first get the guard from the umpire, then make the block hole. Don't make the hole first, and then ask for the guard, and find you are six inches out of the way; thus taking up five minutes' valuable time.

Lord's Ground,	-	12 Acres.
The Oval,	- - -	11 "
Germantown Club Ground,	12	"
Belmont Club Ground,	- 10	"
Merion Club Ground,	- 8	"

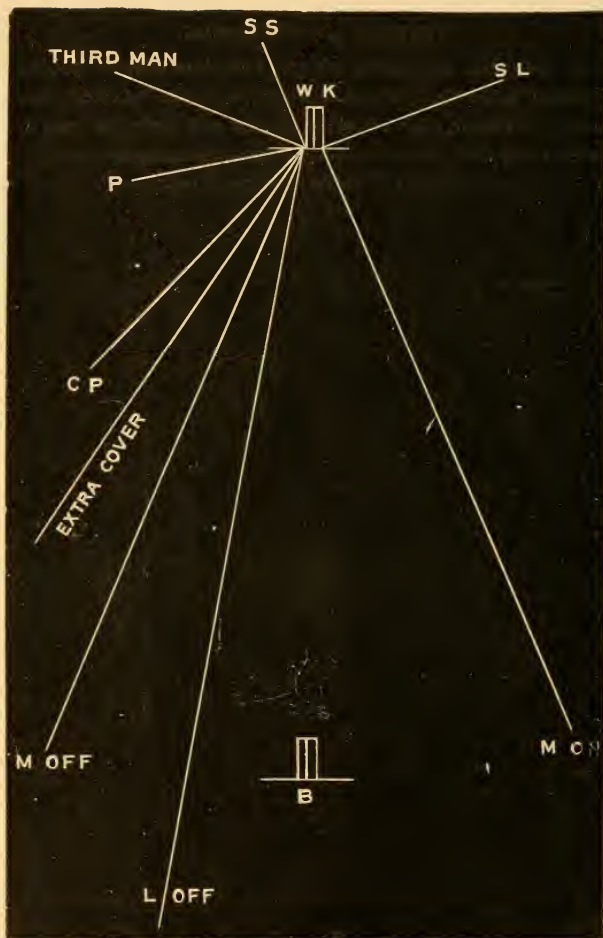


Stopping Grounder with One Hand—Attitude No. 12.

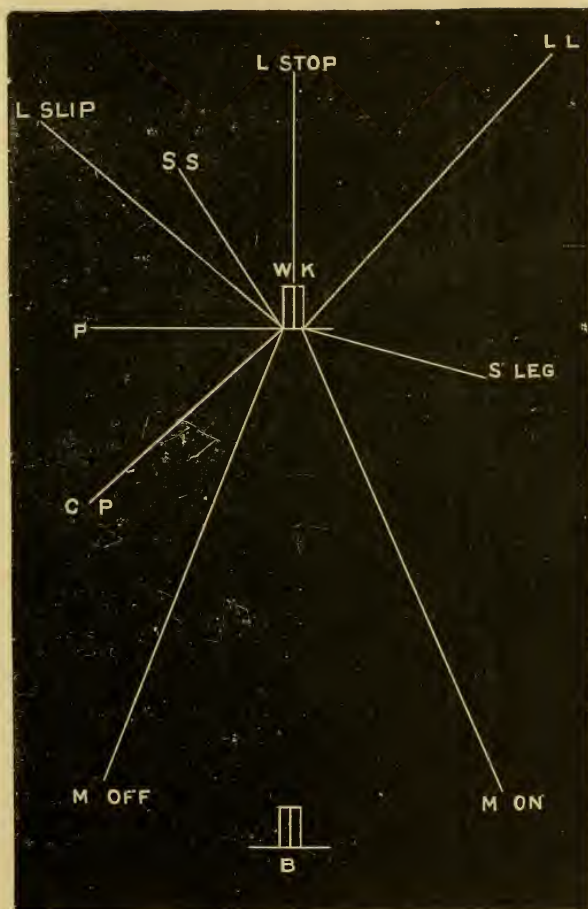
POSITION OF FIELDERS.

The following cuts are to give an idea how players should be placed in the field for the different styles of bowling; but there is no reason why a captain should not place his men in the field different from these diagrams, as changes are often called for, owing to the different strokes of batsmen:

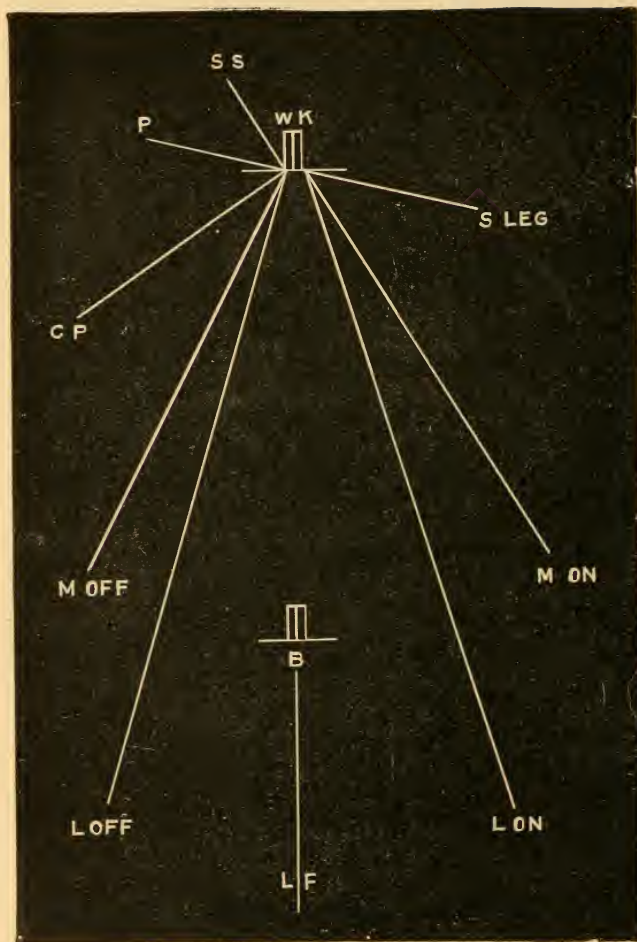




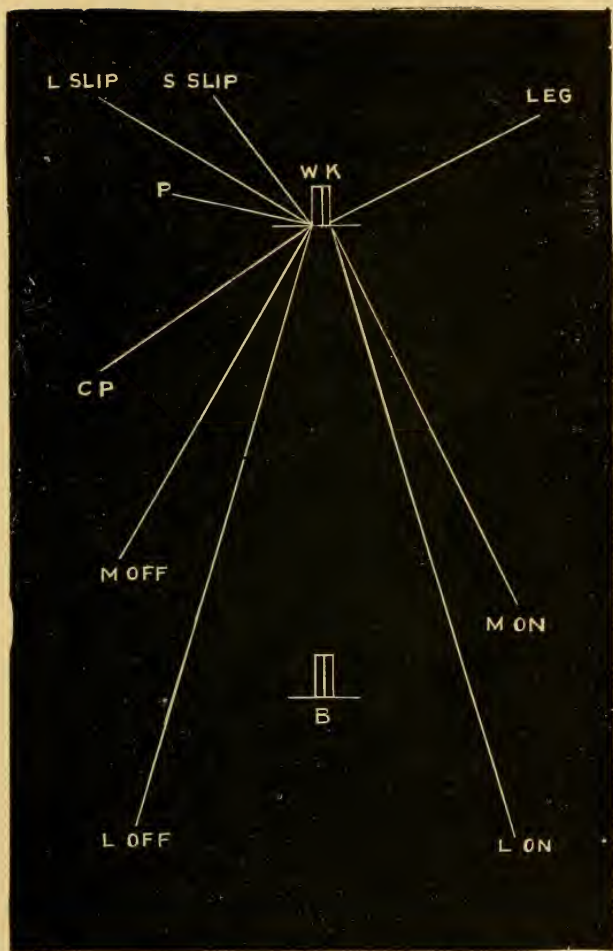
POSITION OF FIELD FOR MEDIUM PACE LEFT HAND.



POSITION OF FIELD FOR FAST BOWLING.



POSITION OF FIELD FOR SLOW BOWLING.



POSITION OF FIELD FOR MEDIUM PACE BOWLING.

CRICKET IN OLDEN TIMES.

In the early days of cricket there were no stumps or wickets, but a circular hole was cut in the turf, and the batsman was put out by the ball going into the hole if missed when struck at.

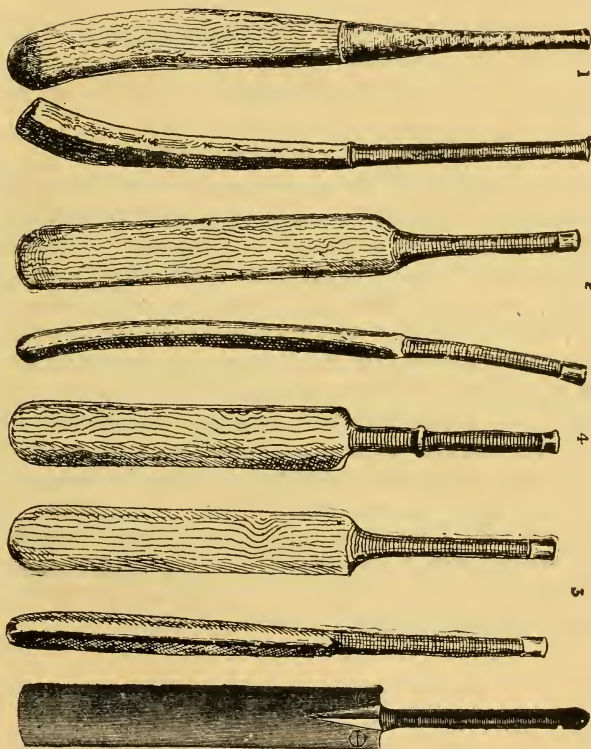


CRICKET IN 1743.

About 1700, two stumps with a stick across the top (see cut) were first used, and a third one was added in 1775. In 1817 the stump attained its present dimensions, 27 inches by 8, with two bails.

Cuts of bats numbered 1 and 2 (showing front and side views), are the bats used when the game was in its infancy.

BATS USED FROM 1790 UP TO THE PRESENT DAY.



Weights of these bats were 4 and 5 pounds each. Bat No. 4, was used about 1790; No. 5, in 1800, weight $2\frac{3}{4}$ pounds. The

bat of the present day (No. 6) is $4\frac{1}{2}$ inches in width, and the weight averages from 2 pounds 2 ounces, to 2 pounds 4 ounces. These bats are in a glass case in the club house on Lord's Ground, England.

The inside of a cricket ball is composed of cork, yarn and feathers, and is covered with two thicknesses of leather; weight $5\frac{1}{2}$ to $5\frac{3}{4}$ ounces, measuring 9 to $9\frac{1}{4}$ inches in circumference.

MATTING AS A CRICKET CREASE.

Cocoa matting, two yards wide, when evenly and tightly stretched, provided the ground is first made level, will be found to give good satisfaction to a batsman and bowler. Matting is, of course, inferior to the best turf, but it is much better than batting on a poor piece of turf that will cause a ball to jump or shoot away from its natural course. The ball comes more quickly from the matting than from grass, but, as a rule, more uniformly. A brake can be produced by a bowler, but a batter need not be afraid of being hit by a bumping ball, as is apt to be the case on a poor piece of turf. I would suggest that it would prove much more advantageous to beginners to play on matting than poor turf, and there is no reason why it should not be used in early spring, when the turf is soft and dead. In many warm countries where cricket is played and grass don't grow, matches are played with cocoa matting as a crease.

United States vs. Canada.

From 1884 to 1894.

The idea of a series of international matches was first suggested by the St. George Club, of New York City, which, with the assistance of Philadelphia clubs, played against elevens of Montreal and Toronto in 1844, 1845 and 1846, the Canadians winning the three games. In 1853 an annual series of matches was begun, alternating the places of playing, and was continued until 1860, when the war put a stop to any further play for several years.

In 1879, for the first time, was adopted the rule that none but native-born Americans should be selected to represent the United States, the Canadians being represented by English residents, professionals on either side being barred.

The following is a record of the games played since 1879:

1879—At Ottawa. United States won by 5 wickets.

1880—At Philadelphia. A draw.

1881—At Hamilton. United States won by 10 wickets.

1882—At Philadelphia. United States won by 8 wickets.

1883—At Toronto. United States won by an inning and 46 runs.

1884—At Philadelphia. Canada won by 100 runs.

1885—At Toronto. Canada won by 35 runs.

1886—At Seabright, N. J., Canada won by 97 runs.

1887—No match played.

1888—At Toronto. United States won by an inning and 87 runs.

1889—No match was played.

1890—At Philadelphia. United States won by an inning and 31 runs.

1891—At Toronto. United States won by 35 runs.

1892—At Philadelphia. United States won by an inning and 222 runs.

1893—At Toronto. United States won by 4 wickets.

Seasons of 1887 and 1889 games were not played, owing to the Canadian and Philadelphia Teams visiting England.



English Teams that Visited America and Canada.

PARR'S TEAM—1859.

G. Parr.	H. H. Stephenson.
John Lilywhite.	J. Wisden.
A. Diver.	J. Jackson.
W. Caffyn.	J. Grundy.
T. Lockyer.	Julius Cæsar.
T. Hayward.	H. H. Stephenson.

Matches played, 5 ; all against odds. Parr's Team won 5.

WILLSHER'S TEAM—1868.

E. Willsher.	H. Charlwood.
G. Griffith.	J. Rowbotham.
T. Humphrey.	John Smith (C.)
H. Jupp.	A. Shaw.
E. Pooley.	G. Tarrant.
James Lilywhite, Jr.	G. Freeman.

Matches played, 6 ; all against odds. Willsher's Team won 5 ; drawn, 1.

W. G. GRACE'S TEAM—1872.

R. A. Fitzgerald.	C. J. Ottaway.
A. Lubbock.	C. K. Francis.
E. Lubbock.	A. N. Hornby.
A. Appleby.	F. P. U. Pickering.
Hon. G. (now Lord) Harris.	W. M. Rose.
W. H. Hadow.	W. G. Grace.

Matches played, 8 ; all against odds. Mr. W. G. Grace's Team won 7 ; drawn, 1.

DAFT'S TEAM—1879.

R. Daft.	F. Morely.
A. Shaw.	T. Emmett.
J. Selby.	G. Ulyett.
A. Shrewsbury.	E. Lockwood.
W. Oscroft.	W. Bates.
W. Barnes.	G. Pinder.

Matches played, 12. Eleven-a-side, 1. Daft's Team won 1.
Against odds, 11. Daft's Team won 8; drawn, 3.

SANDERS' TEAM—1885.

E. J. Sanders.	A. E. Newton.
W. E. Roller.	H. O. Whitby.
C. E. Horner.	W. E. Bolitho.
J. A. Turner.	H. Bruen.
T. R. Hine Haycock.	A. J. Thornton.
A. R. Cobb.	Rev. R. T. Thornton.

Matches played, 8. Eleven-a-side, 5. Sanders' Team won 3;
drawn, 1. Against odds, 3. Sanders' Team won 3.

SANDERS' TEAM—1886.

E. J. Sanders.	C. E. Cotterill.
W. E. Roller.	H. Rotherham.
J. A. Turner.	F. T. Welman.
A. R. Cobb.	E. H. Buckland.
T. R. Hine Haycock.	K. L. Key.
H. W. Bainbridge.	Rev. A. T. Fortesque.

Matches played, 9. Eleven-a-side, 5. Sanders' Team won 5.
Against odds, 4. Sanders' Team won 3; drawn, 1.

LORD HAWKE'S TEAM—1891.

C. Wreford-Brown.	K. J. Key.
Lord Hawke.	Lord Throwley.
H. T. Hewett.	J. H. Hornsby.
S. M. J. Woods.	K. McAlpine.
G. W. Ricketts.	G. W. Hillyard.
C. W. Wright.	Hon. H. Miles.

They made a record of 6 wins, 1 loss and 1 draw.

Other foreign teams visited this country; the Australians in 1878 and '94, Gentlemen of Ireland 1879, '88 and '92, and a team from the West Indies in 1886.



The Latest Rules of Cricket.

As passed by the Marylebone Cricket Club.

THE GAME.

1. A match is played between two sides of eleven players each, unless otherwise agreed to ; each side has two innings, taken alternately, except in the case provided for in Law 53. The choice of innings shall be decided by tossing.

RUNS.

2. The score shall be reckoned by runs. A run is scored — 1st. So often as the batsman after a hit, or at any time while the ball is in play, shall have crossed, and made good their ground from end to end. 2d. For penalties under Laws 16, 34, 41, and allowances under 44. Any run or runs so scored shall be duly recorded by scorers appointed for the purpose. The side which scores the greatest number of runs wins the match. No match is won unless played out or given up, except in the case provided in Law 45.

APPOINTMENT OF UMPIRES.

3. Before the commencement of the match two umpires shall be appointed ; one for each end.

THE BALL.

4. The ball shall weigh not less than five ounces and a half, nor more than five ounces and three-quarters. It shall measure not less than nine inches, nor more than nine inches and one-quarter in circumference. At the beginning of each inning either side may demand a new ball.

THE BAT.

5. The bat shall not exceed four inches and one-quarter in the widest part; it shall not be more than thirty-eight inches in length.

THE WICKETS.

6. The wickets shall be pitched opposite and parallel to each other, at a distance of twenty-two yards. Each wicket shall be eight inches in width, and consist of three stumps, with two bails upon the top. The stumps shall be of equal and sufficient size to prevent the ball from passing through, twenty-seven inches out of the ground. The bails shall be each four inches in length, and when in position, on the top of the stumps, shall not project more than half an inch above them. The wickets shall not be changed during a match, unless the ground between them become unfit for play, and then only by consent of both sides.

THE BOWLING-CREASE.

7. The bowling-crease shall be in a line with the stumps ; six feet eight inches in length, the stumps in the centre, with a return-crease at each end at right angles behind the wicket.

THE POPPING-CREASE.

8. The popping-crease shall be marked four feet from the wicket, parallel to it, and be deemed unlimited in length.

THE GROUND.

9. The ground shall not be rolled, watered, covered, mown, or beaten during a match, except before the commencement of each inning and of each day's play, when, unless the in-side object, the ground shall be swept and rolled for not more than ten minutes. This shall not prevent the batsman from beating the ground with his bat, nor the batsman nor bowler from using sawdust in order to obtain a proper foothold.

THE BOWLER.

NO BALL.

10. The ball must be bowled ; if thrown or jerked, the umpire shall call " No ball."

11. The bowler shall deliver the ball with one foot on the ground behind the bowling-crease, and with-

in the return-crease ; otherwise the umpire shall call "No ball."

WIDE BALL.

12. If the bowler shall bowl the ball so high over or so wide of the wicket, that in the opinion of the umpire it is not within reach of the striker, the umpire shall call "Wide ball."

THE OVER.

13. The ball shall be bowled in overs of five balls from each wicket alternately. When five balls have been bowled, and the ball is finally settled in the bowler's or wicket keeper's hands, the umpire shall call "Over." Neither a no ball nor a wide ball shall be reckoned as one of the over.

14. The bowler may change ends as many times as he thinks proper in the same inning, but cannot bowl two overs in succession.

15. The bowler may require the batsman at the wicket from which he is bowling to stand on that side of it which he may direct.

SCORING OFF NO BALLS AND WIDES.

16. The striker may hit a "No ball," and whatever runs result shall be added to his score, but he shall not be out from a "No ball" unless he be run out or break Laws 26, 27, 29, 30. All runs made

from a "No ball," otherwise than from the bat, shall be scored "No balls," and if no run be made, one run shall be added to that score. From a "Wide ball" as many runs as are run shall be added to the score as "Wide balls," and if no run be otherwise obtained, one run shall be so added.

BYE.

17. If the ball, not having been called "Wide" or "No ball," pass the striker without touching his bat or person, and any runs be obtained, the umpire shall call "Bye;" but if the ball touch any part of the striker's person (hand excepted) and any runs be obtained, the umpire shall call "Leg-bye," such runs to be scored "Byes" and "Leg-byes" respectively.

PLAY.

18. At the beginning of the match, and of each inning, the umpire at the bowler's wicket shall call "Play;" from that time no trial ball shall be allowed to any bowler on the ground between the wickets, and when one of the batsmen is out, the use of the bat shall not be allowed to any person until the next batsman shall come in.

DEFINITIONS.

19. A batsman shall be held to be "out of his ground" unless his bat in hand or some part of his

person be grounded within the line of the popping-crease.

20. The wicket shall be held to be "down" when either of the bails is struck off, or, if both bails be off, when a stump is struck out of the ground.

THE STRIKER IS OUT.

21. If the wicket be bowled down, even if the ball first touch the striker's bat or person : — "Bowled."

22. Or, if the ball, from a stroke of the bat or hand, but not the wrist, be held before it touch the ground, although it be hugged to the body of the catcher : — "Caught."

23. Or, if in playing at the ball, provided it be not touched by the bat or hand, the striker be out of his ground, and the wicket be put down by the wicket keeper with the ball or with hand or arm, with ball in hand : — "Stumped."

24. Or, if with any part of his person he stop the ball, which in the opinion of the umpire at the bowler's wicket, shall have been pitched in a straight line from it to the striker's wicket and would have hit it : — "Leg before wicket."

25. Or, if in playing at the ball he hit down his wicket with his bat or any part of his person or dress : — "Hit wicket."

26. Or, if under pretence of running, or otherwise, either of the batsmen wilfully prevent a ball from being caught : — “ Obstructing the field.”

27. Or, if the ball be struck, or be stopped by any part of his person, and he wilfully strike it again, except it be done for the purpose of guarding his wicket, which he may do with his bat or any part of his person, except his hands : — “ Hit the ball twice.”

EITHER BATSMAN IS OUT.

28. If in running, or at any other time, while the ball is in play, he be out of his ground, and his wicket be struck down by the ball after touching any fieldsman, or by the hand or arm, with ball in hand, of any fieldsman : — “ Run out.”

29. Or, if he touch with his hands or take up the ball, while in play, unless at the request of the opposite side : — “ Handled the ball.”

30. Or, if he wilfully obstruct any fieldsman : — “ Obstructing the field.”

31. If the batsmen have crossed each other, he that runs for the wicket which is put down is out ; if they have not crossed, he that has left the wicket which is put down is out.

32. The striker being caught no run shall be scored. A batsman being run out, that run which was being attempted shall not be scored.

33. A batsman being out from any cause the ball shall be "dead."

LOST BALL.

34. If a ball in play cannot be found or recovered, any fieldsman may call "Lost ball," when the ball shall be "dead"; six runs shall be added to the score, but if more than six runs have been run before "Lost ball" has been called, as many runs as have been run shall be scored.

35. After the ball shall have been finally settled in the wicket keeper's or bowler's hand, it shall be "dead;" but when the bowler is about to deliver the ball, if the batsman at his wicket be out of his ground before actual delivery, the said bowler may run him out; but if the bowler throw at that wicket and any runs result, it shall be scored "No ball."

36. A batsman shall not retire from his wicket and return to it to complete his inning, after another has been in, without the consent of the opposite side.

SUBSTITUTE.

37. A substitute shall be allowed to field or run between wickets for any player who may, during the match, be incapacitated from illness or injury, but for no other reason, except with the consent of the opposite side.

38. In all cases where a substitute shall be allowed, the consent of the opposite side shall be obtained as to the person to act as substitute, and the place in the field which he shall take.

39. In case any substitute shall be allowed to run between wickets, the striker may be run out if either he or his substitute be out of his ground. If the striker be out of his ground while the ball is in play, that wicket which he has left may be put down and the striker given out, although the other batsman may have made good the ground at that end, and the striker and his substitute at the other end.

40. A batsman is liable to be out for any infringement of the laws by his substitute.

THE FIELDSMAN.

41. The fieldsman may stop the ball with any part of his person, but if he wilfully stop it otherwise the ball shall be "dead," and five runs added to the score ; whatever runs may have been made, five only shall be added.

WICKET KEEPER.

42. The wicket keeper shall stand behind the wicket. If he shall take the ball for the purpose of stumping before it has passed the wicket, or if

he shall incommode the striker by any noise or motion, or if any part of his person be over or before the wicket, the striker shall not be out, excepting under Laws 26, 27, 28, 29, and 30.

DUTIES OF UMPIRES.

43. The umpires are the sole judges of fair or unfair play, of the fitness of the ground, the weather, and the light for play; all disputes shall be determined by them, and if they disagree, the actual state of things shall continue.

44. They shall pitch fair wickets, arrange boundaries where necessary, and the allowances to be made for them, and change ends after each side has had one inning.

45. They shall allow two minutes for each striker to come in, and ten minutes between each inning. When they shall call "Play," the side refusing to play shall lose the match.

46. They shall not order a batsman out unless appealed to by the other side.

47. The umpire at the bowler's wicket shall be appealed to before the other umpire in all cases except in those of stumping, hit wicket, run out at the striker's wicket, or arising out of Law 42; but in any case in which an umpire is unable to give a decision he shall appeal to the other umpire, whose decision shall be final.

48. If the umpire at the bowler's end be not satisfied of the absolute fairness of the delivery of any ball, he shall call "No ball."

49. The umpire shall take especial care to call "No ball" instantly upon delivery, "Wide ball" as soon as it shall pass the striker.

50. If either batsman run a short run, the umpire shall call "One short," and the run shall not be scored.

51. After the umpire has called "Over" the ball is "Dead," but an appeal may be made as to whether either batsman is out. Such appeal, however, shall not be made after the delivery of the next ball, nor after any cessation of play.

52. On the last day of a double-inning match, or in a one-day match, the batting side may, at any time, declare their inning at an end; and put the other side in, with a view to completing the game.

FOLLOWING INNINGS.

53. The side which goes in second shall follow their innings if they have scored 80 runs less than the opposite side.

54. No umpire shall be allowed to bet.

55. No umpire shall be changed during a match, unless with the consent of both sides, except in case of violation of Law 54; then either side may dismiss him.

ONE-DAY MATCHES.

1. The side which goes in second shall follow their innings if they have scored 60 runs less than the opposite side.

2. The match, when not played out, shall be decided by the first inning.

3. Before the commencement of a match, it may be agreed that the "Over" consists of five or six balls, four or five balls for a two days' match, six for a one day's.

GROUND RULES.

Before the game is begun, it should be understood by the captains what the ground rules are; agree on them; also, the time of drawing the stumps; then inform the umpires.

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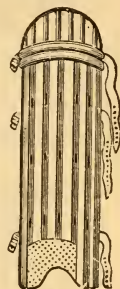
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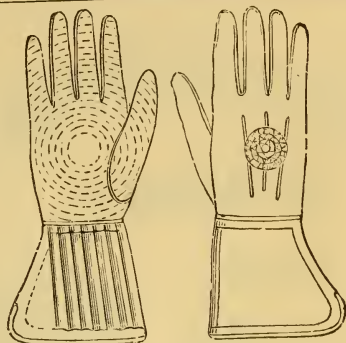
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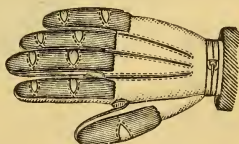
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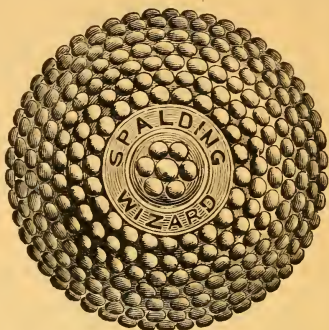
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